

# NAY AUNG

## 3D Modeler/3D Generalist

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### KNOWLEDGE

#### *Pipeline:*

- Modeling & Sculpting High-Res & Low-Res [ hard surface & organic ]
- Game Models Pipeline [ naming convention & level layout ]
- Normal Map & Displacement Map
- Organizing & Cleaning Outliner
- UV Mapping & Layout
- Texturing
- Rigging & Skinning
- Compositing
- Basic Python

#### *Software:*

- |                  |                 |                      |
|------------------|-----------------|----------------------|
| ▪ Windows/Mac    | ▪ Unity         | ▪ 3D-Coat            |
| ▪ Microsoft Word | ▪ Mudbox        | ▪ Marvelous Designer |
| ▪ Power Point    | ▪ Fusion        | ▪ Substance Painter  |
| ▪ Maya           | ▪ Flash         | ▪ Substance Designer |
| ▪ 3DS Max        | ▪ Illustrator   | ▪ Xcode              |
| ▪ Zbrush         | ▪ Premiere      |                      |
| ▪ Unreal Engine  | ▪ After Effects |                      |
| ▪ Photoshop      | ▪ Mari          |                      |

### EDUCATION

#### **Cogswell Polytechnical College** - Sunnyvale, CA

B.A. in Game Design Art

May 2018

B.A. in Digital Art and Animation

May 2015

### EXPERIENCE

#### **Quality Assurance Specialist/Analyst**, Apple - Cupertino, CA

Dec 2015 - July 2016

- Managed for a project as image annotation and data entry
- Participated daily meetings for enhancing quality of the project
- Provided feedback and reported bugs for propriety software
- Co-operated with teammates to assure everyone is on the same page for final production
- Contracted at Apple via Mindlance

#### **3D Modeling TA**, Ohlone College - Fremont, CA

Aug 2015 - Nov 2015

- Assisted students with step-by-step instructions from faculty's lecture

#### **3D Generalist** (School Internship), Star Thief Studio - Sunnyvale, CA

Jan 2013 - May 2015

- Modeled interior assets and animal characters
- UV Unwrap, Layout, Normal Maps
- Textured interior assets
- Rigged & Skinned trees, plants, insects
- Composed & Color Matched shots
- Organized outliners & Managed house assets' files for animators and lighters